



## GoldXchange/Chase

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### *A guidance through the Xchange options.*

By means of examples insight is given in the possibilities and functioning of the software available to the group members. Note: The currently available software may differ from the examples given in this document.

*Trains and Tombolas*  
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## GoldXchange

### Intro

Many items you can buy for your station cost not only a lot of materials but also Gold. Especially Trains can be very expensive. Of course you can compose a passenger train yourself and send it away on your local slots, but then that slot is not available for retrieving your so needed materials.

Like Swapping material via your IT slots there is the possibility to exchange your passengers and post for gold. This can not only be done by you and just one other player. No, the GoldXchange functionality makes it possible to play with many more players. Actually there is no limit in the number of players.

Then the question rises: Do I have to send passenger/post trains to all those players?

The answer is loud and clear: NO! and that's because your train has a limit of eight passengers. You might think: Ok, so I have to send more trains? The answer is still NO. Although there is an exception, which will be explained later in this document (Example 1).

So we want to receive a lot of gold and the price to pay is passengers, post and a train on an IT slot to send to eight players max.

### How does it work.

#### Main page

First of all there should be a commitment over what, how much and when to send. This is necessary to make sure every player gets the same amount of Gold.

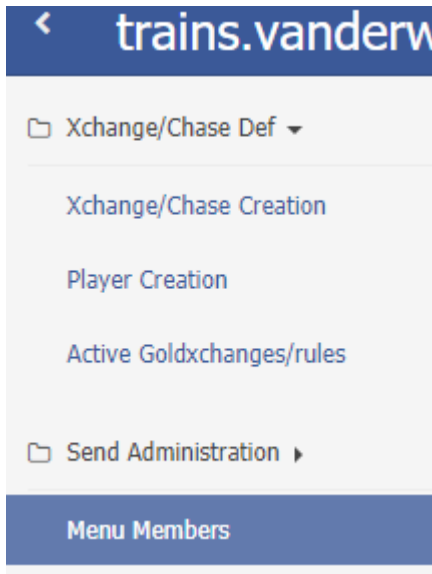
You chose the Xchange/Chase option in the Menu of the groupmember pages. It brings you to the Xchange page

Choise	Link
T&T Memberpages	<a href="http://trains.vanderwant.eu/ts_tt_member/t">http://trains.vanderwant.eu/ts_tt_member/t</a>
DTF Leden Paginas	<a href="http://trains.vanderwant.eu/ts_dtf_member/t">http://trains.vanderwant.eu/ts_dtf_member/t</a>
Manual GoldXchange/Chase	<a href="http://trains.vanderwant.eu/ts_tt_manuels/GoldXchan">http://trains.vanderwant.eu/ts_tt_manuels/GoldXchan</a>

The Pagelist has three options, resp. Xchange/Chase Def, Send Administration and Menu Members. The Menu provides links back to the memberpage of your group and to this manual.

### Xchange/Chase Def

Clicking the Xchange/Chase Def option opens choices to Define the Xchange and Players as well as an overview of active GoldXchanges and rules



Let's look at the Active Goldxchanges first.

### Click Active Goldxchanges/rules

You see.

The screenshot shows the 'Our Active GoldXchanges and their rules' page. On the left is a sidebar menu with 'Active Goldxchanges/rules' selected. The main content area has a title 'Our Active GoldXchanges and their rules', a pagination control showing '1', a refresh button, and a search bar. Below the title, there are two sections: 'Active Gold Xchanges and rules to play' and 'Ge Members'.  
**Active Gold Xchanges and rules to play**  
**GoldRun test example II**  
 Preferred train: **Grasshopper** with 9000000 Gold  
 started on: 2020-02-10 ends on: 2020-02-17 Frequency: 2 Weekly  
**RULES**  
 Send the amount of gold to the players on the sendlist  
 With eight participants you may probably have to send four times or more  
 Ofcourse you can send other/more trains to meet the requested amount  
 use Gx Send if you have sent all in one ride  
 or  
 use Gx Sent Detail to record the amount you actually sent. -- Gx send is updated  
 automaticly  
 use the send ID on your sendlist to search or add new Details  
**Three Player GoldXchange Example 1**  
 Preferred train: **Grasshopper** with 9000000 Gold  
 started on: 2020-02-02 ends on: 2020-02-05 Frequency: Contiguous  
**RULES**  
 We have three players  
 We want to exchange passengers/post to be able to send 9 million Gold  
 We want to accomplish the exchange within four days or less  
 As for the train we prefer The Grasshopper,  
 which is capable to send the 9 M in one ride  
**Ge Members**  
 Member # 1 -- Paul van der Want  
 Member # 2 -- Soraya van der Want-Moonen  
 Member # 3 -- Contract Bobby  
 Member # 5 -- Contract Jules  
 Member # 6 -- Contract George  
 Member # 7 -- Contract Alan  
 Member # 8 -- Contract Ethan  
 Member # 9 -- Contract Giovanni  
 Member # 10 -- Contract Cornelius  
 Member # 11 -- Contract Ethan II  
 Member # 1 -- TS Christopher  
 Member # 2 -- TS Alan  
 Member # 3 -- TS Ethan

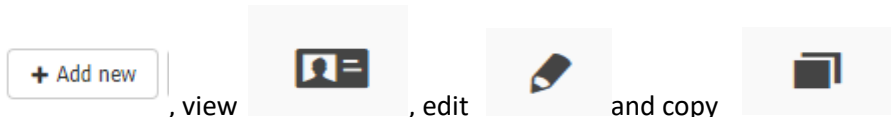
## Click Xchange/Chase Creation

You see

The screenshot shows the 'Gold Xchange/Chase Creation' page. On the left is a navigation menu with options like 'Xchange/Chase Creation', 'Player Creation', and 'Active Goldxchanges/rules'. The main area features a breadcrumb trail, a page indicator (1), and buttons for '+ Add new' and 'Refresh'. Below is a table with columns: Ge Id, Name, Rules, Preferred Train, Amount of Gold, Ended, Start Date, Finish Date, Period, Members, and Actions. Two entries are visible:

Ge Id	Name	Rules	Preferred Train	Amount of Gold	Ended	Start Date	Finish Date	Period	Members	Actions
1	GoldRun test example II	Send the amount of gold to the players o... more	Grasshopper	9.000.000	✘	2020-02-10	2020-02-17	2 Weekly	Member # 1... more	[Icons]
2	Hyperloop Estafette just for fun and practice	Just sent the hyperloop to the participa... more	H1 OOP	0	✔	2017-04-11	2017-04-30	One time only	Member # 1... more	[Icons]

You now can create Xchanges



There are two ways to create Xchanges i.e. via + Add new or by Copy. I used the copy option because it shows what data must be filled in. Ofcourse you have at least to change the Name.

A breadcrumb trail showing the path: Home / Xchange/Chase Def / Gold Xchange/Chase Creation / Add new

### Add new

The 'Add new' form contains the following fields:

- Name \***: GoldRun test example II
- Rules \***: Send the amount of gold to the players on the sendlist<br>With eight participants you may probably have to sent four times or more<br>Ofcourse you can send other/more trains to meet the requested amount <br>use Gx Send if you have sent all in one ride <br>use Gx Sent Detail to record the amount you actually sent. -- Gx send is updated automaticly <br>use the send ID on your sendlist to search or add new Details
- Preferred Train**: Grasshopper
- Amount of Gold \***: 9000000
- Start Date \***: 2020-02-10 00:00:00
- Finish Date \***: 2020-02-17 00:00:00
- Period \***: 2 Weekly

\* - Required field

After filling in all fields with your data you can **Save** your newly created Xchange.

If you have to change anything, you can of course use the Edit (Pencil) button which brings you to the edit page

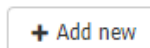
## Start and Finish date of the Xchange

Every day at 20:00 CET Xchanges will be renewed depending on the Finish date. New send/receive list will be created with active players in the exchange. A newly created Xchange therefore should have a start date in the past and a finish date as today or in the future. The new Xchange will first start on the defined Finish date

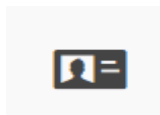
## Click PlayerCreation

Gp Id	XchangeName	Player	Player Seq	Not Active	Send/Receive List	Actions
20	4000M Za-Za Xchange	Paul van der Want	1	x	4000M Za-Za... more	[Icons]
21	4000M Za-Za Xchange	Soraya van der Want-Moonen	2	x	4000M Za-Za... more	[Icons]
18	Peregrino Estafette	Paul van der Want	1	x	Peregrino Es... more	[Icons]
19	Peregrino Estafette	Soraya van der Want-Moonen	2	x	Peregrino Es... more	[Icons]

You now can define



, view



, edit



and copy



Players

## New player

Using the Copy button to create new players makes it easier to add players because you only have to change the player. I.e. if you chose the right Xchange, If you created a new Xchange and this is your first player then ofcourse you must change the Xchangename as well.

**Add new**

Save Cancel

XchangeName \* Three Player GoldXchange Example 1

Player \* TestUsr3

Not Active

\* - Required field

Save Cancel

After filling in all fields with your data you can **Save** your newly defined player. You can (de)activate a player by filling in the Not Active checkbox. When Not Active checked the player will not play in the Xchange until unchecked.

Edit If you made a mistake you can Edit the player and make corrections

## Send Administration

### Players - Send/Receive Lists

Send Administration ▾

**Players Snd-Rcv lists**

Send Totals

Send Detail records

History

Menu Members

#### Players - Send/Receive Lists (use quick search to find your name)

< 1 >
Refresh
Quick search

Player	Send List
Paul van der Want ( )	<b>Peregrino Estafette</b> Started: 2017-08-24... more
Paul van der Want ( )	<b>4000M Za-Za Xchange</b> Started: 2020-02-0... more
Paul van der Want ( )	<b>GoldRun test example II</b> Started: 2017-07-21 Ends on: 2017-07-2... more
Paul van der Want ( )	<b>Hyperloop Estafette just for fun and practice</b> Started: 2017-04... more
Soraya van der Want-Moonen ( )	<b>Peregrino Estafette</b> Started: 2017-08-24... more

The Send list is created when the Xchange starts (again)

To find your own send/receive list you can use the Quick search to show your list(s) only

Refresh
Usr3
▾ Q Q

Player	Send List
TestUsr3 (Alan)	<b>GoldRun test example II</b> Started: 2017-07-21 Ends on: 2017-07-2... more
TestUsr3 (Alan)	<b>Three Player GoldXchange Example 1</b> Started: 2017-11-22 Ends on... more

The Send List has a clickable option ... more

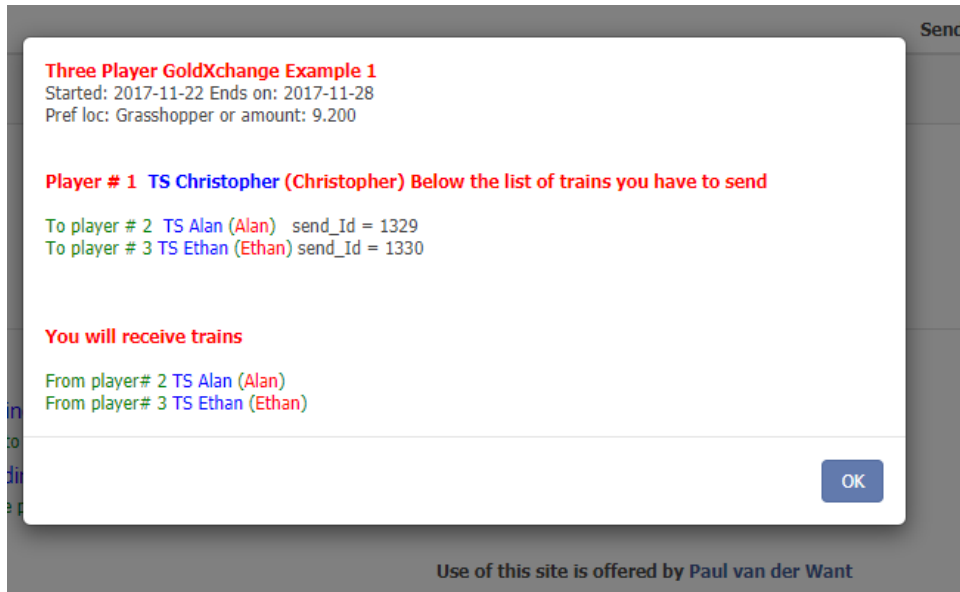
**GoldRun test example II**  
Started: 2017-07-21 Ends on: 2017-07-2... more

**Three Player GoldXchange Example 1**  
Started: 2017-11-22 Ends on... more

Clicking on it opens the list

## The Send list

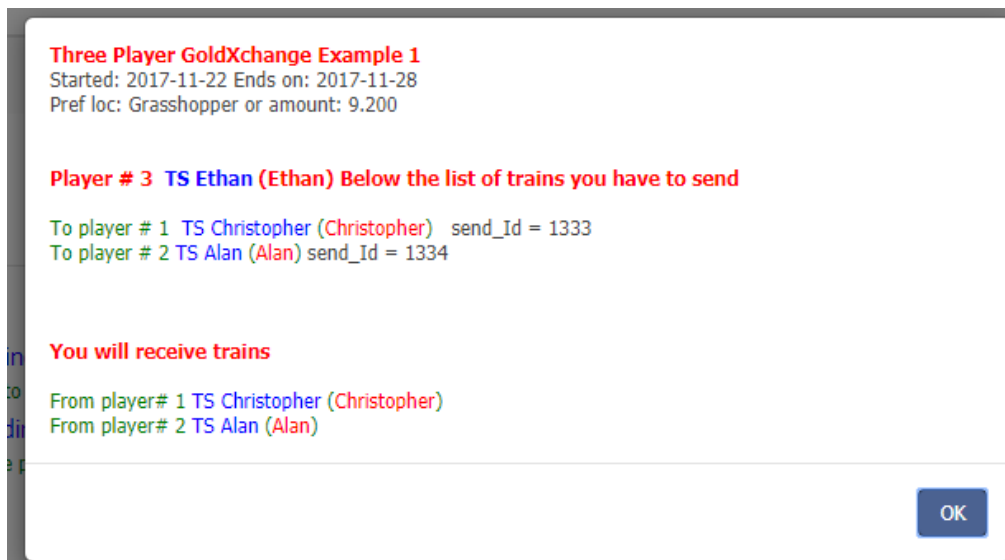
Every player has his own list.



You can select the list text and copy it in a document or print it directly using Ctrl P.

Player #1 Christopher has to send trains to Alan and Ethan. In this case he also receives trains from them

Ethans send List looks like



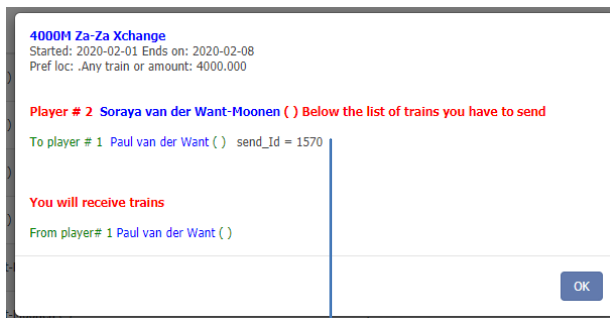
You may have noticed that behind train to send to a player a **send\_id = ####** is present.

That send\_id number is used to administer the trains/amount are sent.

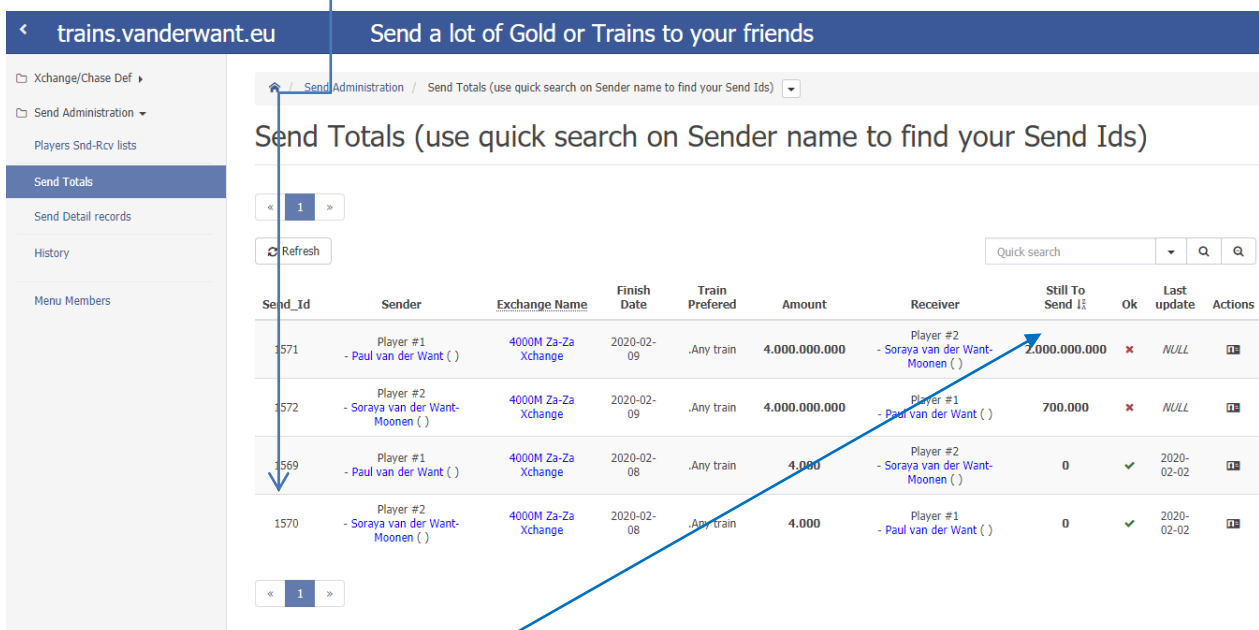


## Send Totals

At the same moment the send/receive lists are created,



Send Totals record are also generated. Each record has his own unique Send-Id. And is in fact the same send\_id that was given at the end of each line of trains to be sent by the player.



The **Send Totals** page cannot be edited by the players.

If there are many lines you can use the Quick search to find all your own lines.

And see the status of all your sends.

The **Stil To Send** column shows the amount stil to send by the player. The value presented here is updated automaticly depending on **Send Detail** records

Record list using Paul in Quick search.

Send_Id	Sender	Exchange Name	Finish Date	Train Preferred	Amount	Receiver	Still To Send Ids	Ok	Last update	Actions
1571	Player #1 - Paul van der Want ()	4000M Za-Za Xchange	2020-02-09	.Any train	4.000.000.000	Player #2 - Soraya van der Want-Moonen ()	2.000.000.000	✗	NULL	🔍
1569	Player #1 - Paul van der Want ()	4000M Za-Za Xchange	2020-02-08	.Any train	4.000	Player #2 - Soraya van der Want-Moonen ()	0	✓	2020-02-02	🔍

## Send Detail records

This page is the most important one, because here you do your administration.

At the beginning of a new Xchange there will be no records at all

Send Detail records (use quick search to find your Sender name or Send Id)

Navigation: < 0 >

Buttons: + Add new, Refresh

Search: .. Q Q

Gd Sequence	Send ID	Sender	Receiver	Amount Sent	Date Sent	Comment	Actions
There are no records to display							

Navigation: < 0 >

You have to create at least one by using the + Add new button.

Add new

Buttons: Save, Cancel

Send ID:

Amount Sent:

Comment:

\* - Required field

Buttons: Save, Cancel

As Soraya is sending to Paul

4000M Za-Za Xchange  
 Started: 2020-02-03 Ends on: 2020-02-08  
 Pref loc: .Any train or amount: 4000.000

Player # 2 Soraya van der Want-Moonen ( ) Below the list of trains you have to send

To player # 1 Paul van der Want ( ) send\_id = 1570

You will receive trains

From player# 1 Paul van der Want ( )

OK

She has to use send\_id = 1570 and can send only 3000

Buttons: Save, Cancel

Send ID: 1570

Amount Sent: 3000

Comment:

\* - Required field

Buttons: Save, Cancel

After Save The Detail is recorded

Navigation: < 1 >

Buttons: + Add new, Refresh

Search: 1570 Q Q

Gd Sequence	Send ID	Sender	Receiver	Amount Sent	Date Sent	Comment	Actions
12	1,570	Player #2 - Soraya van der Want-Moonen ( )	Player #1 - Paul van der Want ( )	3.000	2020-02-04	NULL	🔍 🗑️

The Send Totals are updated

1570	Player #2 - Soraya van der Want-Moonen ( )	4000M Za-Za Xchange	2020-02-08	.Any train	4.000	Player #1 - Paul van der Want ( )	1.000	✖	2020-02-04	🔍
------	---	---------------------	------------	------------	-------	--------------------------------------	-------	---	------------	---

Now stil to send is 1000

After the last shipment

The Send Totals are updated and the sending of trains/gold is finished (OK) for Send\_Id = 1570

History

At the end of the Xchange cycle, all records are recorded in History.

When A new cycle starts, new send/receive lists are created as well as new Send Totals records

It is possible to edit these records in case a player did not send in time

Last page